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Into the Underworld

By Kroen

Quest Background

The legend says that Rima, the great sorcerer ever lived, was testing dark magic for decades. One day, by accident, he opened a protal to the underworld. It was than when a giant demon named Selhar escaped from his fiery resting place and murged into our world. Rima was stronger that Selhar, but he didn't want to kill him. So he captured and locked him in a magical dungeoun far beneath the earth.
A thousand years pass, and that's were you come into the picture.

Quest Goals

After journeying to the dungeoun shown on the map, you prepare to descent into the depth. Your goal is to send Selhar to the very fires he came from by killing him. If you can reactivate some some of the ancinet glyphs of transport in the dungeoun, all the better.You start with 5 conquest tokens. If you ever run out of conquest tokens, Selhar will have triumphed over you. Good luck.

Start Area

Nothing but doors here.

Area 1

It seems that a sorcerer awaits you near the stairs.

Area 2

It seems that a sorcerer awaits you near the stairs.

Area 3

A red ruin key. Might be useful.

Area 4

It seems you have opened the wrong door.

Area 5

Nothing but rocks and beastmans are in here.

Area 6

Nothing but rocks and skeletons are in here.

Area 7

It seems that too many monsters guarding medium size pool. Can you find out why?

If a hero moves to the same space as the encounter:

You hear the sound of stones moving, echoing in the dark.

Move the double-rubble in area 5 one space to the left. Do the same with the double-rubble in area 6.

Area 8

It seems that now you finally going to find out what the monsters was guarding.

Area 9

This is not going to be easy; a dragons is flying in here, and two big monsters are guarding a pit. You guess that Selhar is behind the door. Too bad you will have to injure yourself in the pit first in order to open it.

Area 10

You have found Selhar.
"Thank you for releasing me," he says. "And now you will die."

The master here is Selhar. He has the same statics as an ordinary master demon, exept his armor is 7, his wounds are 13, and he has the Undying abilty.

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